

IM-DOL-GFZP-AUS

# F-ZERO GX



**Nintendo®**

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★ 5 0 4 3 9 0 2 0 0 ★

INSTRUCTION BOOKLET



NINTENDO  
GAMECUBE.



**WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES**

**⚠ WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions  
Altered vision

Eye or muscle twitching  
Involuntary movements

Loss of awareness  
Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

**⚠ WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

**⚠ WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

**⚠ CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activities until you feel better.

**⚠ CAUTION - Brightness of TV Screen**

The brightness of the TV screen differs with each TV but can typically be adjusted. Always play games with the appropriate brightness setting. Excessive brightness or darkness can cause discomfort. If necessary, please refer to the instructions manual of your TV for guidance on adjusting the brightness of your TV.

**CONTROLLER NEUTRAL POSITION RESET**

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.





*This seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Product.*



Thank you for selecting the F-ZERO™ GX Game Disc for your NINTENDO GAMECUBE® System.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. It also contains important warranty and hotline information. Always save this book for future reference.



**THIS GAME SUPPORTS  
SIMULTANEOUS GAME PLAY  
WITH ONE, TWO, THREE OR  
FOUR PLAYERS AND  
CONTROLLERS.**



**THIS GAME REQUIRES A  
MEMORY CARD FOR SAVING  
GAME PROGRESS, SETTINGS  
OR STATISTICS.**



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**ISSUED BY THE F-ZERO GX EXECUTION PROJECT**

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**High-speed thrills and cutthroat racing drive crowds all over the universe wild!**

The long-awaited F-ZERO X Grand Prix made its return a year ago...and it was Captain Falcon in machine #07 who took the crown.

Now, speed freaks who know no fear are back once again. Some come in the name of honour, while others covet the final prize.

Already the motives of the pilots are clashing, and the races have just begun...

## F-ZERO

The F-ZERO Grand Prix dates back to the 26th century. This spectacular race features the most technologically advanced machines running through several circuits of fast-paced hovering action. F-ZERO is known as the fastest and most extreme race in the known universe, and it's sponsored by the wealthy elite who organised the F-ZERO Execution Project. The winner of the Grand Prix receives big prize money and a great deal of prestige...but many pilots have been lost pursuing the prize.

## F-ZERO MACHINE

An antigravity unit known as the "G-Diffuser System" allows F-ZERO machines to drive at hyper speed while hovering just inches above the track. Through the use of micro-plasma engines, the maximum speed of these machines can exceed the speed of sound.



## F-ZERO CIRCUIT

The circuits have anti-gravitational guardrails and are set on the outskirts of cities situated high in planet atmospheres. The dynamic structure of the courses are colossal in scale, as most circuits feature a single lap that spans over six miles.










# Controls

• The controls shown in this instruction booklet refer to default settings.  
You can change the button configuration on the Options screen (Pg.30).

**L Button**





Slide the machine left

 +  Slide-Turn left **Pg.10**


 +   Drift-Turn left **Pg.10**  
(hold down both)


**Control Stick**

Steer  
(Tilt more for sharper turns).



   

**Machine nose**

 Increase speed  
Decrease flight

 Decrease speed  
Increase flight

**+ Control Pad**



Switch camera angles using  




**START/PAUSE**

Pause race and display Pause screen. **Pg.21**

**R Button**




Slide the machine right

 +  Slide-Turn right **Pg.10**

 +   Drift-Turn right **Pg.10**  
(hold down both)




**Z Button**

Use Spin Attack **Pg.11**



 +  (While pressing )

**X Button**

Use Side Attack **Pg.11**

 +  (While pressing )

**Y Button**

Use Booster  
Speed up while pressing . By pressing  once, you can boost your speed for a limited time in exchange for a given amount of your energy. This feature is available after the 1st lap.

**A Button**

Accelerate

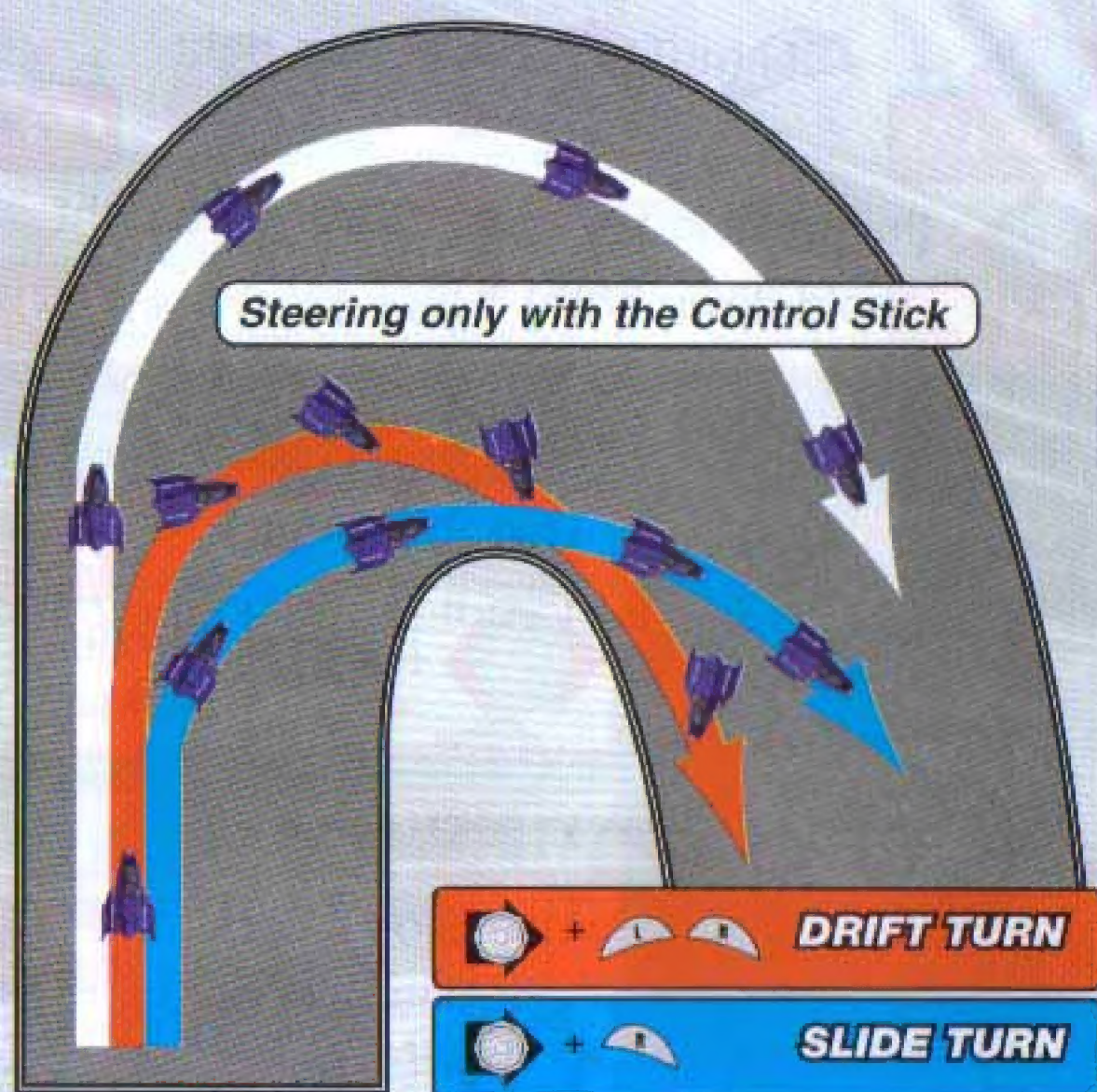
**B Button**

Use Air Brake



## Slide Turns and Drift Turns

Use Slide Turns and Drift Turns to manoeuvre your way around tight corners that are impossible to handle using only the Control Stick.



### Advisory

#### Differences Between the Two Turns

Using the Slide Turn will reduce your speed during turns, making it easier for machines optimised for Maximum Speed to take a speedy curve. On the other hand, Drift Turns will allow you to increase speed while taking the turns, which is advantageous for machines optimised for Acceleration.

## Changing the Camera Angle

Change the camera angle during the race by using the + Control Pad. There are four different viewpoints to select from. See below for the order of the changes.



## Attacking Rival Machines

You can bump and harass your rivals by using Spin Attacks and Side Attacks. If you force a rival machine to retire with an attack, a portion of your energy meter will recover.

### Spin Attack

 + **Z** (while pressing **A**)

Tilt the Control Stick in the direction you wish to attack and press the Z Button to send your machine into an attack spin. This attack will bump your rivals off-course.



### Side Attack

 + **X** (while pressing **A**)

This attack is most effective when you use it with the Control Stick as you inch toward a rival machine.





# Starting the Game

## Getting Started

Insert a Memory Card in Slot A, set your Game Disc in the Nintendo GameCube, close the Disc Cover, and turn on the POWER Button. When the title screen appears, press START/PAUSE to start your game.

If you are playing for the first time, you should first register your Player Name. Use the Control Stick to select the characters then press the A Button to enter them or the B Button to cancel. Enter up to eight characters to create your Player Name. Once you have finished, select "END" to confirm your entry.



## Creating Game Data

In order to save, you need to create Game Data for F-ZERO GX on the Memory Card inserted in **Slot A**. You need **4 blocks of free memory** to create your Game Data. The progress of the game will then be automatically saved to your Memory Card.



## Title Screen

When you're finished creating the Game Data, the title screen will appear. Press START/PAUSE to start your game.



## 60Hz MODE

60Hz mode (unlike 50Hz mode) is not supported by every TV.

On TVs that support 60Hz mode (PAL60 compatibility) this game can be displayed at 60Hz for an even clearer display with higher quality.

To activate 60Hz mode, select 60Hz MODE when "This version is compatible with 60Hz mode. Please select mode." is displayed.

If you have chosen 60Hz MODE and your television does not display this mode correctly, please turn OFF the power to the NINTENDO GAMECUBE and then turn the power ON again before selecting 50Hz mode.

## Important Save File Information

See the chart below to view the number of blocks used for this game on the Memory Card. Reserve blocks of free memory in your Memory Card to save the following files.

### Memory Card Files

File Name	Content	Used blocks
Game Data	Game Progress Options Settings	4 blocks
Garage Data	Customised Machine (Pg. 27)	18 blocks
Ghost Data	Ghost (Pg. 25)	3 blocks per data
Replay Data	Race Replay (Pg. 22)	3 -13 blocks per data
Emblem Data	Emblems (Pg. 28)	3 blocks per data

- The progress of Grand Prix, Story and Options settings is automatically saved as the Game Data.
- Save as many Ghost Data, Replay Data, and Emblem Data as you can fit on the Memory Card.
- The file size of the Replay Data is determined by the total time of the replay footage. Depending on the length of the replay, you may not be able to save.

### Memory Card Instructions

- Do not remove the Memory Card or turn the console OFF while the file is being saved. Doing so may damage your console or Memory Card.



- Refer to the Nintendo GameCube Instruction Booklet to see how to delete files and format your Memory Card.



## Mode Selection

The Select Mode screen will appear once you create (or load) your Game Data. Use the Control Stick to select one of the nine modes then press the A Button to enter.



### GRAND PRIX

*Pg. 15*

Play the main mode of F-ZERO GX.

### VS BATTLE

*Pg. 23*

Race two to four human opponents.

### TIME ATTACK

*Pg. 24*

Try to set a record time.

### PRACTICE

*Pg. 25*

Take a practice run on the circuit.

### STORY

*Pg. 26*

Play as Captain Falcon and clear missions to progress through his story.

### REPLAY

*Pg. 26*

View the replay scenes saved on your Memory Card.

### CUSTOMIZE

*Pg. 27*

Create an original machine and emblem or go to the F-ZERO Shop.

### OPTIONS

*Pg. 30*

Modify various game settings.

### PILOT PROFILES

View pilots' profiles and listen to their theme songs.

## Grand Prix

In this one-player mode, 29 other contestants (30 machines in total) race and battle for the top spot on the Grand Prix Rankings.

### Grand Prix Mode Flow

- |                           |                   |
|---------------------------|-------------------|
| 1 Select Class            | 5 Start Race      |
| 2 Select Cup              | 6 Finish Race     |
| 3 Select Machine          | 7 View Results    |
| 4 Select Machine Settings | 8 Start Next Race |

### Select Class

Before you enter the Grand Prix, you will select the difficulty level: Novice, Standard or Expert. The higher the difficulty level, the stronger the competition.



### Select Cup

Select from the three Cups based on your technique and experience. All of the Cups consist of five courses. When you win a Cup in each class, a ★ will appear next to it.



*Ruby Cup*

*Beginner*

*Sapphire Cup*

*Intermediate*

*Emerald Cup*

*Advanced*



## Select Machine

Select from the machines that are currently displayed. Each machine has different abilities. Body, Boost, and Grip are rated A to E (A being best, and E being worst) and are displayed on the right side of the screen.



### BODY

A machine with a high body rating will take less damage when crashing into other machines or guardrails.

### BOOST

If you select a machine with a high Boost rating, your speed will dramatically increase every time you use your Booster.

### GRIP

A higher Grip rating means your machine will hug curves (or curved surfaces) better.



Once you select your machine, the overview of the course will appear. Press the A Button to enter the Machine Settings screen. Remember, the difficulty of the course is represented by the number of ★s.

## Advisory

## More Machines

You will receive F-ZERO Tickets based on your results on the circuit. These Tickets will allow you to buy new machines from the F-ZERO Shop (Pg.29) in Customize mode. By purchasing new machines, you'll be able to select those machines in various modes. The number of F-ZERO Tickets you earn will be saved as part of your Game Data, so save up for the dream machines of your choice.



## Select Machine Settings

Use the Control Stick or + Control Pad to adjust the Acceleration/Maximum Speed balance. Scroll the line toward the left for better Acceleration or to the right for a higher Maximum Speed. Use the L or R Button to change the colour of your machine.

### Settings Meter



### Machine Weight

## Acceleration Base



High Acceleration is ideal for technical courses featuring many turns since it increases your ability to start quickly and makes it easier to drift. Also, when you drive through a Dirt Zone (Pg.19), your speed will not decrease as dramatically. In exchange, the machine will lose some Maximum Speed, Boost, and Grip power.

## Max. Speed Base



A high Maximum Speed is ideal for courses where you can hit your top speed on long straightaways. The machine will gain Maximum Speed, Boost, and Grip power but lose the ability to quickly start and drift in the turns.

## Machine Weight and Machine Abilities

The machine's weight will directly correspond to the following machine abilities.

	Accel.	Max.	Grip	Cornering	Impact of Crash
Light	Good	Slow	Good	Quick	Substantial
Heavy	Bad	Fast	Bad	Slow	Minimal



# OFFICIAL RULES OF F-ZERO GX

## 1. Standard Rules

- 1-1 To complete a Cup, you must finish all five courses.
- 1-2 Each course consists of three laps. Rank will be determined at the finish of each race.
- 1-3 Your starting position is based on your ranking from the previous race. The higher you place in a race, the farther behind you will start in the next race.
- 1-4 A driver who completes a course will receive points. These points will depend on where you rank (finish). The driver with the most points after the completion of the fifth course will be declared the winner.

Rank	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
Points	100	93	87	81	76	71	66	62	58	54	50	47	44	41	38

Rank	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
Points	35	33	31	29	27	25	23	22	21	20	19	18	17	16	15

- 1-5 After all five courses are completed, if two or more pilots are in first place, the driver who placed first more times will be the winner. If it is still undetermined, whoever had the highest point total after the end of the fourth race is declared the winner.

## 2. Retire

- 2-1 When a machine loses a race by falling off the course or sustaining an energy loss after completely depleting his or her Energy Meter, that pilot must retire. In this case, the machine is subject to termination by the F-ZERO GX Execution Project.
- 2-2 If the pilot decides to RETRY or change the SETTINGS during a race, it will be treated as a retire, and rule 2-1 will be enforced.

## 3. Spare Machines and Retry

- 3-1 A pilot participating in a Cup will be allowed to have spare machines. Only when a pilot has a spare machine will he or she be allowed to retry a race after a retire.
- 3-2 In Novice Mode, a pilot will have five spare machines. Four machines will be available in Standard and three in Expert. A spare machine will be awarded when the pilot retires five or more rival machines in a single race.
- 3-3 If a pilot retires and has no spare machine, the pilot is disqualified from the Cup, and the game will be over.

## 4. Prohibited Actions

- 4-1 Boost is prohibited during the first lap of all races due to the marginal distances between all participating machines at the beginning of the race.
- 4-2 If a pilot is driving in the wrong direction, the Execution Project will issue a REVERSE warning. The pilot must immediately change direction.

## 5. Establishment on the Course

- 5-1 Pilots are permitted to replenish their Energy Meters in Pit Areas. The amount of energy recovered depends on how much time a pilot stays within the Pit Area.
- 5-2 These various establishments are necessary for competition. Pilots may not dispute or disclaim their existence.

Pit Area



Run over this to replenish your Energy Meter.

Dash Plate



Run over this plate to get a brief speed boost.

Slip Zone



Your machine will easily lose traction in this zone.

Jump Plate



Run over this plate to hop up into the air.

Dirt Zone



Your speed will decrease in this zone.



## Start Race

The race will begin once the machine settings are finalised. The basic features of the following screen display are common to all modes.

### Energy Meter



When your machine takes damage, your energy meter gradually decreases. If you take damage when your meter is empty, your machine will explode and you will retire. Enter a Pit Area to recover your energy.

After your first lap, the colour of the meter will change from red to rainbow. Once the colour changes, you'll be able to use the Booster as often as you like by using your energy.

### Ranking/Total

### Number of Laps

Current/Total laps

### Top Six

The current top 6 pilots appear in real-time.

### Spare Machine

Number of remaining machines (Pg.19)

### Rival Indicator

This mark will appear when a rival approaches from behind.

### Speed Meter

### Course Radar

P1 – Player  
COM – Lead Machine

### Time

Total elapsed time

### Lap Time

Time splits of each lap. The best lap time will appear in yellow.

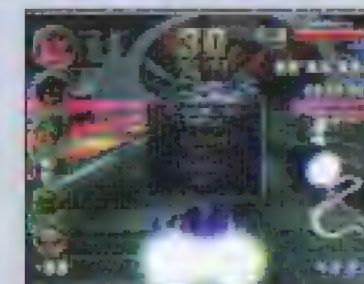
### Number of Rivals You Retired

When you retire a rival, you will receive a skull mark. Each skull will slightly replenish your energy. For every five skulls, you will receive an extra machine.

Machines currently in the top 3 will be marked with ranking indicators during the race. After the first race, the top racer in the rankings will be marked as "RIVAL". If you are the top racer, the racer in 2nd place will be the "RIVAL".

## Pause Menu

Pressing START/PAUSE during the race will bring up the Pause menu. If you don't have any spare machines, the Retry and Settings options will not be available.



### CONTINUE

Continue the race.

### RETRY

Restart the race from the beginning (a spare machine is required).

### SETTINGS

Change your machine settings and retry (a spare machine is required).

### QUIT

Quit and return to the Select Mode screen.

## Results and Rankings

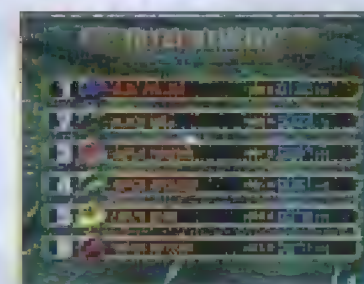
When the third and final lap is completed, your rank will appear followed by your race statistics. Press the A Button to browse the rankings of the race.



The Results screen that appears shows the rankings of the race you just completed. You can view the ranks and times of all participants—just tilt the Control Stick up and down to scroll through the rankings.

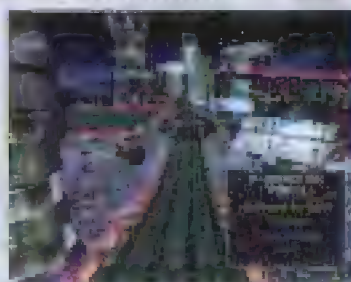


Press the A Button on the Results screen to view the Total Ranking screen, where you can browse the overall rankings and points. The ▼▲ on the left of a pilot's ranking indicates any movements in the standings.





Press the A Button on the Total Ranking screen to display the Replay Menu screen.



**PROCEED  
TO NEXT**

Start the next race.

**REPLAY**

View your replay footage.

**SAVE  
REPLAY**

Save Replay Data to your Memory Card. Three to thirteen blocks of space are required to save a replay.

**QUIT**

End the Grand Prix Mode and return to the Select Mode screen.

**Replay**

Replays show your races from various viewpoints. Watching replays is a great way to review your race and analyse the course.



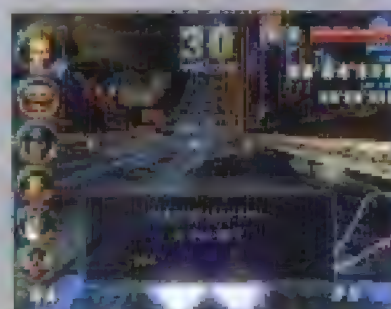
**Save Replay**

Save the Replay Data of the course you finished to your Memory Card. Be sure to select free blocks when saving new data. You can also check or delete all of your Replay Data by entering Replay.

**Advisory**

**Using Your Spare Machine**

You are allowed to re-enter (RETRY) the race as long as you have a spare machine on hand. Make sure you utilise your spare machines to finish the race with a higher ranking.

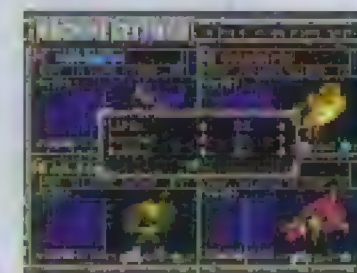


**VS. Battle**

In VS. Battle mode, select up to four players and simultaneously race on a split-screen. Make sure you connect the proper number of Controllers needed for your multiplayer play. You can choose from the courses and machines featured in the Grand Prix mode.

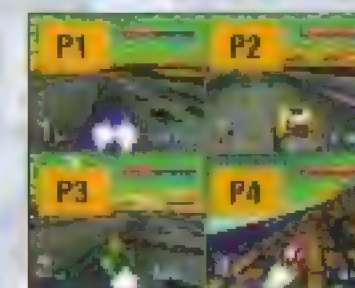
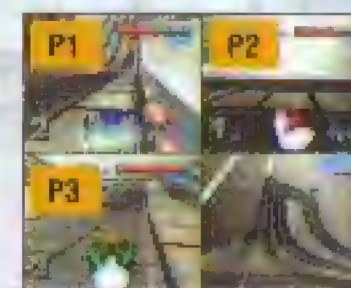
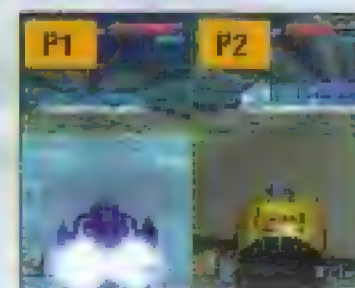
**VS. Battle Settings**

Arrange the Number of Laps / Toggle Handicap for Machine in Last Place / Rescue After Retire (ON/OFF) / Add CPU Rivals (none in a 4-player race) / Select the 4th Monitor during the 3-Player VS. Battle.



**VS. Battle Screen**

During VS. Battle, the screen is divided so each player is assigned a play screen. Player ranks will appear in the lower-left corner of each player's screen. The P2 VS. screen and P3 VS. screen can be rearranged.



**Ranking**

Select the number of laps for the race to determine the top rankings. If two or more players retire, the player who retired first will have the lower rank. The race ends when all of the players either retire or complete the race.

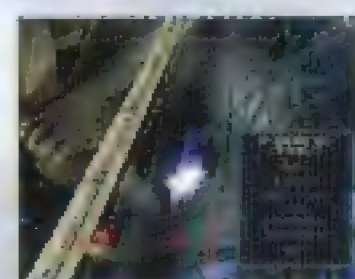
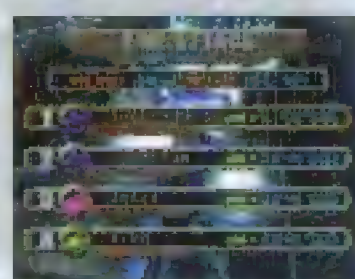
**Points**

When the race is over, you will receive points according to your rank. Point distribution is subject to change depending on the number of participants.



## Time Attack

Aim for the Best Time, Total Time, and Maximum Speed on each course. Once you complete the Time Attack, the top 10 performances can be viewed on the Records screen. You can also save your Ghost Data once you complete a race. When you select a course, you can call up a list of Ghosts (if available) by pressing the Y Button. Press the X Button to select your Ghost (selected Ghost Data will be yellow).



### Rankings Screen

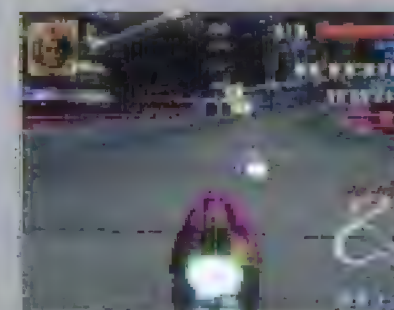
The top ten rankings will appear once you complete three laps. If your time is better than the existing record, you will be able to register your time in the rankings by entering a name of up to 8 characters. Press the A Button on the rankings screen to display the Menu screen.

<b>RETRY</b>	Retry the Time Attack.
<b>SETTINGS</b>	Change your machine settings and retry the Time Attack.
<b>SELECT COURSE</b>	Return to the Select Course screen.
<b>REPLAY</b>	View the replay footage.
<b>SAVE REPLAY</b>	Save Replay Data to your Memory Card. Three to thirteen blocks are required (Pg. 22).
<b>SAVE GHOST</b>	Save Ghost Data to your Memory Card. Three blocks are required (Pg. 25).
<b>QUIT</b>	End the Time Attack mode and return to the Select Mode screen.

### Advisory

### What is a Ghost?

A Ghost is a transparent machine that re-enacts your three-lap performance. Outrun your own Ghost to improve on your record time. Up to five Ghosts can be shown at a time.

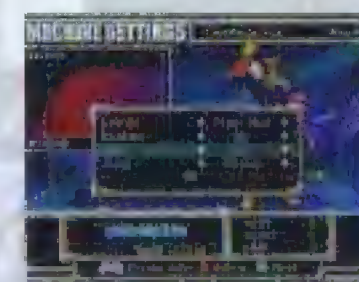


### Saving Ghost Data

Select "Save Ghost" from the menu when you have a Ghost Data you want to save. To save a new Ghost, select "Create a New File". To overwrite a saved Ghost, select "GHOST". Overwritten Ghosts cannot be restored, so be careful when overwriting. Also, you can check out all of your Ghost Data by entering "GHOST". Depending on the amount of data and time involved, some Ghosts cannot be saved.

## Practice

Practice alone or with rivals on courses of any Cups you like. It's a good idea to run the courses in Practice mode before challenging the Cup in Grand Prix mode. The same machines that are available in Grand Prix mode are also available in this mode.



### Advisory

### Practice Rules

You can set the number of laps, CPU participants, and the use of the Restore feature (which continues an ongoing race from where you retired) during your practice. Aim for the record lap time and maximum speed during your practice.



## Story

In Story mode, the player takes on the role of Captain Falcon and clears missions to race through a thrilling storyline.

### Starting the Story

Select Story on the Select Mode screen to display the menu of Story mode. You can only select Prologue and Chapter 1 from the start. Clear the mission of each chapter and purchase the next chapter from the F-ZERO Shop (Pg. 29) to start the next chapter. Clearing the mission of each chapter will automatically save your progress.



Clear the mission of the chapter...

The next chapter is available at the Shop...

Purchase it with your F-ZERO Tickets to play the next chapter.

## Replay

Call up the Replay Data on your Memory Card to view replay scenes. See Pg. 22 for details on Replay.



### Replay Operations

**A** Switch camera modes



Change BGM

**C** Use  $\blacktriangle$   $\blacktriangledown$  to switch between featured machines



Cancel Replay

## Customize

In Customize mode, you can modify your machines by purchasing new parts, items and machines at the F-ZERO Shop and organising them in the Garage. You can also design a new emblem in the Emblem Editor or purchase an item or machine parts from the F-ZERO Shop.

### Garage

If you create Garage Data, you can store up to four machines you purchased from the shop and customise them in the Garage. There are Original F-ZERO Machines and Pilot-owned Machines—the Original Machine allows you to change parts. Press the B Button to finish customisation and then you can save Garage Data. 18 blocks of free space are required to save Garage Data.



### CHANGE PARTS

You can replace machine parts with new parts you purchase from the F-ZERO Shop. Press the L and R Buttons to select the type of part and tilt the Control Stick up and down for specific parts. Refer to the diagram displayed in the lower-right to check the Body, Maximum Speed, Cornering, and Acceleration as you build your machine.

### CHANGE COLOR

Select this to change the colours of your machine parts. Press the L and R Buttons to select the parts and tilt the Control Stick left and right to adjust the colour. Create a colour using the colours red (R), green (G), and blue (B).

### PRINT EMBLEM

It's possible to print all emblems registered on the Emblem Editor (Pg.28) on your machine parts. Select your parts and then choose which Emblem Data you want on your machine parts.

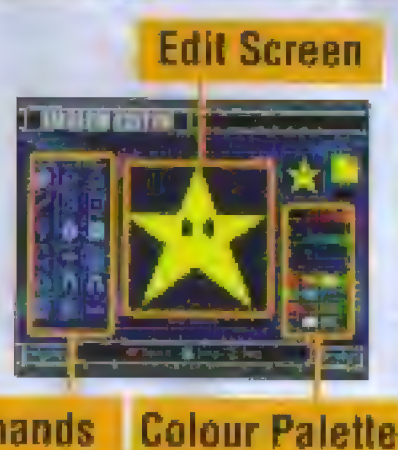
### DELETE MACHINE

This allows you to delete your registered machine data. Please note that once you delete your machine, the data cannot be restored.



## Emblem Editor

You can create an emblem to be printed onto your machine parts. Save your emblem so you can print it onto your machine in the Garage.



## How to Edit

On the Edit Command screen, select the icon to be used with the Control Stick and press the A Button to enter. Using this method, you can edit or create emblems. To change commands, press the B Button and select a new command. You can change colours by selecting the desired colour on the palette. Press START/PAUSE to check your progress.

- |  |  |
|--|--|
|  | Draw a point. Change the pen size to create various points.                  |
|  | Erase a point. Change the pen size to delete various points.                 |
|  | Fill the selected area with one colour.                                      |
|  | Draw a line using the Control Stick and press the A Button to enter.         |
|  | Draw a circular line using the Control Stick. Press the A Button to enter.   |
|  | Draw a rectangular line with the Control Stick. Press the A Button to enter. |
|  | Enlarge the edit screen.   |
|  | Draw a solid circle using the Control Stick. Press the A Button to enter.    |
|  | Draw a solid rectangle using the Control Stick. Press the A Button to enter. |
|  | Rotate the image.  |
|  | Invert emblem.   |
|  | Load a sample emblem.  |
|  | Delete everything displayed in the edit screen.                              |
|  | Hold the A Button to undo the action.  |
|  | Hold the A Button to redo a cancelled action.                                |
|  | Load emblems from Memory Card.   |
|  | Save emblem.   |
|  | Close the Emblem Editor.   |

## How to Save Emblem Data

Select the Save icon or the Load icon from the Edit screen to display the Emblem List. You can save and load the emblem or copy the Emblem Data to another Memory Card from this menu. To save a single Emblem Data, you will need 3 blocks of free space on your Memory Card.

## F-ZERO Shop

This shop is where you can purchase new machine parts and items using the F-ZERO Tickets you earned from the Grand Prix, Time Attack, and Story modes. All purchased goods from the F-ZERO Shop will be saved automatically.



## MACHINE

Purchase the machines of your rivals featured in the Grand Prix mode.

## CUSTOM PARTS

Purchase custom parts to create an original machine. The parts are separated into Body, Cockpit, and Booster categories.

## ITEMS

Purchase items such as Staff Ghosts and Chapters.

## Advisory

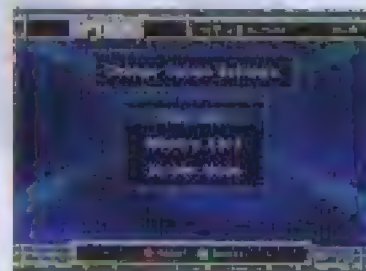
## Run your customised machine

Press the Y Button while on the Select Machine screen in Grand Prix or VS. Battle mode to retrieve the machine(s) registered in the Garage Data. You can then enter your customised machine in all sorts of contests.



## Options

Adjust various game settings here and save your changes when you exit the Options screen. Press the B Button to save the changed settings to your Memory Card.



### Controller

**Calibration:** Adjust the calibration (pressure range) of the Control Stick. Rotate the Control Stick one full revolution and then press the A Button.

**Customize:** Use the Control Stick to reassign the button functions of each Controller and press the A Button to enter. Select your button functions by tilting the Control Stick left and right and pressing the A Button to enter.

**Rumble:** Toggle the Controller's Rumble Feature ON or OFF.

### Memory Card

**All Forms of Game Data:** Copy and delete all forms of data.

**Game Data:** Save and load Game Data from your Memory Card.

### Screen Mode

Choose from the standard (4:3) or widescreen (16:9) format.

### Sound

The game is in Stereo sound. To change your sound to Mono, select Mono from the Options Menu of the Nintendo GameCube.

## Directory of Pilots & Machines





## 07 Captain Falcon

A bounty hunter with a mysterious past Sex: M Age: 37



Captain Falcon is the ever-popular defending champion of the F-ZERO Grand Prix, and has a reputation as one of the most notorious bounty hunters around. Aside from the fact that he hails from Port Town, details on his background remain elusive.

### BLUE FALCON

Machine Weight: 1,260kg.

Body: B

Boost: C

Grip: B



## 03 Dr. Stewart

A charismatic pilot and licensed M.D. Sex: M Age: 42



Dr. Robert Stewart became an F-ZERO pilot after the death of his father, and even after 10 years, he's still considered one of the most skilled pilots on the circuit. His skills helped avert any loss of life on the day of the horrific accident four years ago.

### GOLDEN FOX

Machine Weight: 1,420kg.

Body: D

Boost: A

Grip: D



## 06 Pico

Hard-boiled ex-military hit man Sex: M Age: 124 (?)



Pico was a member of a special unit of the Poripoto army and carried out a number of dangerous missions. He is very aggressive, yet cool-headed enough to do what is necessary to survive to the bitter end. Mess with him and it will likely be the last thing you do.

### WILD GOOSE

Machine Weight: 1,620kg.

Body: A

Boost: B

Grip: C



## 05 Samurai Goroh

The boss of an intergalactic gang Sex: M Age: 45



Goroh claims to be a bounty hunter like Captain Falcon, but is in reality the leader of a group of space bandits from the Red Canyon. He means to establish himself as a renowned bounty hunter, but Captain Falcon always finishes with the upper hand.

### FIRE STINGRAY

Machine Weight: 1,960kg.

Body: A

Boost: D

Grip: B



## 02 Jody Summer

The former Ms. Federation Sex: F Age: 25



Jody is a combat fighter pilot representing the Galactic Space Federation. She was crowned Ms. Intergalactic Federation because of her great run in the Grand Prix the previous year. She is not the most experienced F-ZERO pilot, but she's rated highly by many.

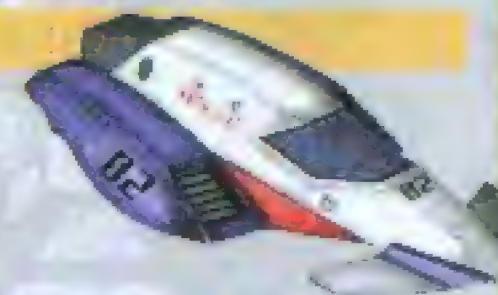
### WHITE CAT

Machine Weight: 1,150kg.

Body: C

Boost: C

Grip: A



## 01 Mighty Gazelle

The triumph of a cyborg pilot Sex: M Age: 37



In the horrific accident four years ago that temporarily suspended the F-ZERO Grand Prix, Mighty Gazelle was the pilot that sustained the severest injuries. Miraculously, he survived the accident and was recreated as a cyborg with enhanced reflexes.

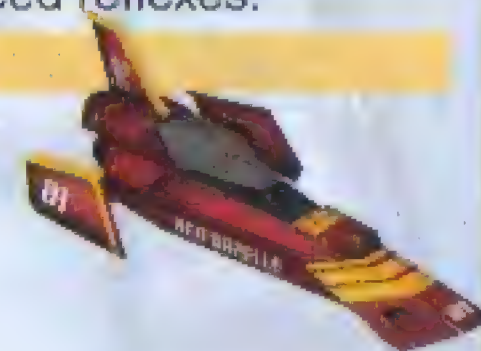
### RED GAZELLE

Machine Weight: 1,330kg.

Body: E

Boost: A

Grip: C





## 04 Baba

Raw talent from the green land

Sex: M Age: 19



Straight from the lush green planet of Giant is Baba, scouted by a member of the F-ZERO Pilot Selection Committee because of his keen animal instincts and limitless physical prowess. After hard training, Baba's physical acuity has improved, as has his boasting.

### IRON TIGER

Machine Weight: 1,780kg.

Body: B

Boost: D

Grip: A



## 18 Beastman

A beast hunter dressed as a dinosaur

Sex: M Age: 30



Beastman became a beast hunter after an encounter with a huge space crocodile. Having dealt with all the beasts on his own planet, he entered the F-ZERO X Grand Prix for promotional reasons. There he met Bio Rex, and he now races to contain the beast.

### HYPER SPEEDER

Machine Weight: 1,460kg.

Body: C

Boost: C

Grip: A



## 29 Dr. Clash

An engineer in the driver's seat

Sex: M Age: 55



Dr. Clash is an F-ZERO engineer unable to give up his dream of becoming an F-ZERO pilot. He created a special gadget to compensate for his limited athletic abilities, employed years of research to customise his F-ZERO machine, and finally got to race.

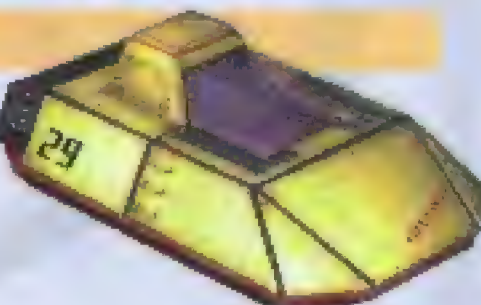
### CRAZY BEAR

Machine Weight: 2,220kg.

Body: A

Boost: B

Grip: E



## 08 Octoman

The future of planet Takora

Sex: M Age: ??



At present, Takora stands economically devastated by the prolonged battle against the Federation. Octoman arose from the ruin, entering the race in order that the prize money be used for children's education, and to restore hope for his nation's future.

### DEEP CLAW

Machine Weight: 990kg.

Body: B

Boost: B

Grip: C



## 15 Bio Rex

A prehistoric predator reborn

Sex: ?? Age: 9



Utilising advanced bio-technology, Bio Rex was created from a fossilised dinosaur egg. Genetic design allowed for the development of higher brain functions equivalent to that of a human. As a carnivorous predator, Bio Rex is as aggressive as Pico.

### BIG FANG

Machine Weight: 1,520kg.

Body: B

Boost: D

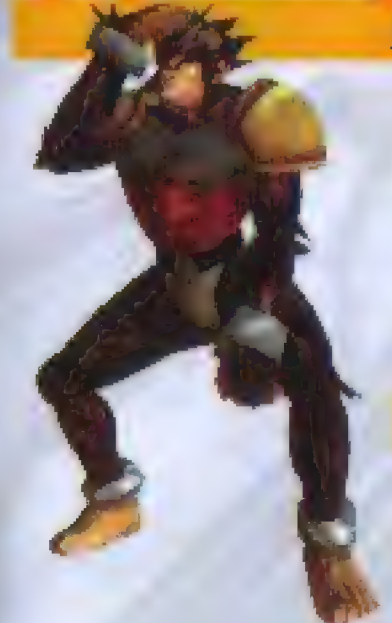
Grip: A



## 11 Billy

A space monkey's evolved offspring

Sex: M Age: 7



One of Billy's ancestors was a trained rocket pilot and the first monkey in space. Whether by genetic predisposition or not, his ability as a pilot is truly exceptional, and he's the first monkey to enter the F-ZERO Grand Prix.

### MAD WOLF

Machine Weight: 1,490kg.

Body: B

Boost: B

Grip: C





20

**Super Arrow**

A fighter for justice night and day

Sex: M Age: 35

Super Arrow is a hero who defends peace on Earth. He entered the last F-ZERO race to chase after Zoda but had to register his F-ZERO license on the spot. Zoda has entered again, and Super Arrow must do all he can to stop him and end his reign of terror.

**KING METEOR**

Machine Weight: 860kg.

Body: E

Boost: B

Grip: B



22

**Gomar & Shioh**

Opposites attracted in any weather

Sex: M Age: ??

On the planet Huckmine, the Furikake people are taught to always act in pairs. Gomar is not athletically gifted but very smart, while Shioh is a tall creature who depends on Gomar's decisions. These two have been partners for as long as they can remember.

**TWIN NORITTA**

Machine Weight: 780kg.

Body: E

Boost: A

Grip: C



26

**John Tanaka**

The Federation's lead mechanic

Sex: M Age: 31

John, the mechanic of the Galactic Space Federation, is in the same unit as Jody Summers. Secretly harbouring feelings for Jody, he entered the race to protect her from danger. If by a stroke of luck he wins the Grand Prix, he's even considering proposing.

**WONDER WASP**

Machine Weight: 900kg.

Body: D

Boost: A

Grip: D



21

**Mrs. Arrow**

The elegant Mrs. Superhero

Sex: F Age: 27

Mrs. Arrow strives to defend her husband Super Arrow in and out of the home— she even entered the last F-ZERO race to assist him. An F-ZERO circuit model before marriage, she was the first former circuit model to compete as a pilot.

**QUEEN METEOR**

Machine Weight: 1,140kg.

Body: E

Boost: B

Grip: B



14

**Jack Levin**

The lightning-fast super idol

Sex: M Age: 19

Jack is an ex-pop group member who set the entertainment industry on fire by pursuing his dream of becoming an F-ZERO pilot, and he now wins the hearts of many female fans on the F-ZERO scene. Any merchandise with Jack's face on it is an instant sell-out.

**ASTRO ROBIN**

Machine Weight: 1,050kg.

Body: B

Boost: D

Grip: A



12

**Kate Alen**

The high-speed diva

Sex: F Age: 30

Kate has been chosen once again to sing at the opening ceremony of the F-ZERO Grand Prix. With her dance moves and soulful vocals, she consistently tops the charts. Taking full advantage of her sense of rhythm and athleticism, she plans to take home the prize.

**SUPER PIRANHA**

Machine Weight: 1,010kg.

Body: B

Boost: C

Grip: B





## 10 James McCloud

Captain of a contract flight squad

Sex: M Age: 32



McCloud is the leader of the flight squad Galaxy Dog—he converted his combat plane into an F-ZERO machine to compete in the Grand Prix. During peacetime there is very little work available, so he entered his second race for the big prize money.

### LITTLE WYVERN

Machine Weight: 1,390kg.

Body: E

Boost: B

Grip: B



## 13 Zoda

A phantom who plots to conquer Earth

Sex: M Age: ??



Zoda is in a long dispute with the hero of justice, Super Arrow. He is also marked by Captain Falcon, and was once almost captured for his bounty. His crazed tendencies come from a special device that pumps adrenaline and dopamine into his body.

### DEATH ANCHOR

Machine Weight: 1,620kg.

Body: E

Boost: A

Grip: C



## 24 Michael Chain

Big daddy of the racer clan

Sex: M Age: 39



Michael is the head of the racing clan named Bloody Chain, whose numbers exceed ten thousand members. He enters the F-ZERO race to showcase his skills and to represent the entire crew, but his efforts are falling short as members depart the clan one by one.

### WILD BOAR

Machine Weight: 2,110kg.

Body: A

Boost: C

Grip: C



## 23 Silver Neelsen

A pilot 'til the day he dies

Sex: M Age: 98



People call him "Ironman Silver." Despite holding the record for the most F-ZERO races entered by a single pilot, he has yet to win a Grand Prix. For him it means everything to compete, but recently thoughts of retirement have also crossed his mind.

### NIGHT THUNDER

Machine Weight: 1,530kg.

Body: B

Boost: A

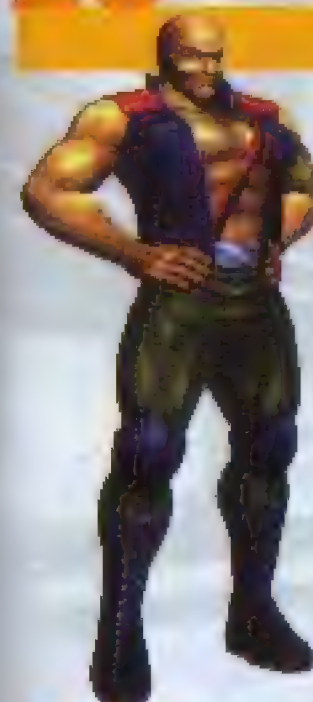
Grip: E



## 28 Roger Buster

The fastest in the express delivery biz

Sex: M Age: 41



Roger is a galactic deliveryman famous for his policy of "No consignment too dangerous!" He's set to enter the race again with Drag in machines of unknown ownership. Roger wants to focus on finding the owner of the machines to complete the delivery.

### MIGHTY HURRICANE

Machine Weight: 1,780kg.

Body: E

Boost: B

Grip: B



## 27 Drag

The ultimate F-ZERO fan

Sex: M Age: 137



Drag is a hardcore fan of F-ZERO, has dreams of entering himself, and works as a cargo ship pilot with Roger Buster. Drag is eager to win the Grand Prix before the owner of his craft shows up so he can get his very own machine with the prize money.

### MIGHTY TYPHOON

Machine Weight: 950kg.

Body: C

Boost: A

Grip: D





## 19 Leon

A fighting spirit and a champion's heart Sex: M Age: 16



Leon is from the war torn planet of Zou, where he lost both his parents during the big war 12 years back. Suffering the continual effects of the war, the people of Zou decided to send one F-ZERO machine with Leon as its pilot to represent the planet as a symbol of hope.

### SPACE ANGLER

Machine Weight: 910kg.

Body: C

Boost: C

Grip: A



## 09 Mr. EAD

An assassin from a mysterious organization Sex: ?? Age: ??



Mr. EAD is an android created by the mysterious development group EAD. He enters this Grand Prix to test his IQ and AI programming. After the last F-ZERO Grand Prix, he endured combat training, spy activities, college exams, and many other tough ordeals.

### GREAT STAR

Machine Weight: 1,870kg.

Body: E

Boost: A

Grip: D



## 17 Antonio Guster

A solo bandit seeking revenge Sex: M Age: 36



Antonio was the right-hand man of Samurai Goroh, but Goroh betrayed and abandoned him into the hands of the Galactic Space Allies. After his release he became a solo bandit, and now his only purpose in life is to have his revenge on Goroh.

### GREEN PANTHER

Machine Weight: 2,060kg.

Body: A

Boost: B

Grip: D



## 25 Blood Falcon

The evil clone of Captain Falcon Sex: M Age: 37



Although listed in the race as 37 years old, Blood Falcon is actually a clone created from Captain Falcon's DNA. He is capable of everything Captain Falcon can do, but he has been strictly taught to obey all the commands of his evil master, Black Shadow.

### BLOOD HAWK

Machine Weight: 1,170kg.

Body: B

Boost: A

Grip: E



## 30 Black Shadow

The grand master of terror Sex: M Age: ??



Black Shadow is a cold-blooded king of evil feared by all. However, Captain Falcon has seen much success capturing his foot soldiers, and Shadow wants nothing more than to see the end of this meddling bounty hunter, preferably in front of millions of fans.

### BLACK BULL

Machine Weight: 2,340kg.

Body: A

Boost: E

Grip: A



## 16 The Skull

A legend raised from the grave Sex: M Age: 241



The Skull was once the greatest driver from the F-MAX Grand Prix, which predates the coming of F-ZERO by some 200 years. Thanks to the inexplicable powers of science and black magic, he returned to this world to compete once again.

### SONIC PHANTOM

Machine Weight: 1,010kg.

Body: C

Boost: A

Grip: D





**Launching September 2003!**  
**visit F-ZERO.jp for details**

### ***Large-Scale Moving Cabinet!***

F-ZERO AX will adopt a specialised large-scale moving cabinet that allows the player to climb into a cockpit and experience the sensation of high-speed flight. The feeling of control offered by the unique steering setup and awesome graphic power combine to achieve an amazing level of immersion and exhilaration not possible with home console games.

### ***Use the F-ZERO License Card to Race for #1!***

If you purchase an F-ZERO License Card, it will contain a customisable ship that you can build up and modify. Use the custom ship of your dreams to race for the #1 spot! There are over 1,000 different variations for custom ships, so you can create all kinds of unique crafts to race. Also, the magnetic card will save User ID, Custom Ship Data, Race Data and Pilot Points.



Insert your **F-ZERO GX** Memory Card into the Memory Card Slot of the **F-ZERO AX** machine at the arcade to link the two F-ZERO games.

### ***Transferring Your F-ZERO Data***

Earn new parts and other bonus features of the game by taking your **F-ZERO GX** Memory Card into **F-ZERO AX** or **F-ZERO AX** results back to **F-ZERO GX**. Take your original machine from the Garage (Pg.27) in your Memory Card for a spin in **F-ZERO AX**.

### ***Instructions for Memory Card Use***

- Data in the Memory Card can be erased in the case of a power surge while saving your data on the **F-ZERO AX** machine. As such, it is highly recommended you do not store any data other than the **F-ZERO GX** data on your Memory Card while playing **F-ZERO AX**.
- By using the official **F-ZERO AX** License Card and your Memory Card in **F-ZERO AX**, all of the parts recorded on the License Card will also be downloaded to your Memory Card when the game is over. When you start the game with the two cards, please make sure you insert the Memory Card first then the License Card to the machine. If you insert the License Card first, the game will not load or save your data to the Memory Card.
- Please do not remove the Memory Card during play as this may damage your saved files.







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REV-A

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The benefits conferred by this Warranty are in addition to all other conditions and warranties in respect of this product which the consumer may have under the Trade Practices Act 1974 of the Commonwealth of Australia and/or similar State, Territory or Country Laws.

Nintendo Australia Pty Limited warrants this GameCube (GAME DISC) to be free of defects in materials, workmanship and manufacturing to the original purchaser for a period of twelve months after the date of purchase and upon presentation of purchase receipt.

1. Nintendo Australia Pty Limited will at its option and subject to the terms and conditions stated below, repair or replace free of charge this GAME DISC or any component part, which upon examination by Nintendo Australia Pty Limited is found to be defective.

2. This Warranty shall not apply:

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(b) If the GAME DISC has been modified and/or tampered with.

(c) If a repair has been made or attempted by the purchaser or their agent.

(d) The following are not covered by this Warranty:

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(ii) Scratched or damaged discs;

(iii) Wear and tear.

(e) If the GAME DISC fails due to causes unrelated to defective materials or workmanship.

3. Nintendo Australia Pty Limited accepts no liability pursuant to this Warranty for any cost or consequential damage or economic loss whether direct or indirect, to any person or property, arising from breakdown or failure of this product and no responsibility is to be implied or accepted over and above the replacement value of the product.

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Before returning a Nintendo GameCube® GAME DISC for service, contact:

Nintendo Customer Service on (03) 9730 9822

Warranty and Repair information and all other general enquiries.

Hours of operation: 8:30am to 5:30pm Monday to Friday (EST).

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